chess digest

Vol. 3—No. 7

california state championship

september 2, 3 and 4

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hotel cecil, 545 post street
san francisco, california

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california open championship

september 2, 3 and 4

santa barbara, california

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— CHESS DIGEST —
Formerly CALIFORNIA CHESS NEWS

Appears at least ten (10) times a year.
Subscription $2.00 a year
P. O. Box 124, Santa Rosa, California.
Telephone 4983-M

Canadian subscriptions should be sent direct to CHESS DIGEST, by Postal Money Order for $2.00.

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hugh m. cook

We regret to note the passing of a great friend of "Chess Digest," Hugh M. Cook of Los Gatos. Many are the subscribers who joined our ranks through his efforts. He died June 26, 1950.

Editor: In the Volume 3, No. 5 issue of the "Chess Digest" is a position from the Nevada Championship, in which I agree with Mr. Otis B. Carrick. After 1. . . ., NxKP; 2. P-R5, N-B4, the best White can do is draw by playing 3. N-R1, . . .

WALTER PIANKA,
Yreka

Editor: In game Taber vs. ?: After 1. . . ., NxKP; 2. P-R5, N-B4; 3. N-R1, KxN; 4. K-B1, N-N6ch!; 5. PxN, Stalemate.

CLARK JONES,
San Mateo, Fla.

(Editor's Note: C. Bagby, San Francisco, and L. Wolfson, Sebastopol, also noted this line. Glad to see readers do control what we write and against their logic there's nothing else to do but admit our mistake.)

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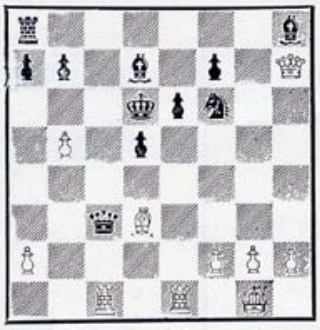
chess mystery

Editor: The "Chess Mystery" position on the back cover of "Chess Digest" Vol. 3, No. 5, (Here it is once more—Ed.) it seems to be very similar to a variation of a game won by Alekhine from Mieses in the late twenties, but I can't place it.

I think White has a win with 1. QxP, Black must play Q-R4; and then 2. B-B5! is the move.

Black has two possibilities, 2. . . ., P-K4 or 2. . . ., R-K1. (a) 2. . . . P-K4; 3. P-B4, P-K5; (a check at N3 makes no difference, and 3. . . ., R-K1; here loses a piece, leaving White the exchange up). 4. RxP!!, PxR; 5. R-Q1ch, K-B4; (if K-B2; 6. BxB wins easily) 6. BxB, Q-N3ch; (NxB loses after 7. Q-Q5ch, K-N5; 8. R-N1ch, K-B6; 9. R-N3ch, K-B7; 8. QxPch, etc.). 7. K-R1, and Black has no defence for the threat of 8. Q-Q5ch.



Therefore he must revert to 2. . . ., R-K1; which brings on 3. BxP! (Of course RxB; is no good because of 4. Q-B8ch, etc. and after 3. . . ., BxB; 4. QxNP wins beautifully in all variations, and easily in all except N-K5, after which White must show the fine move 4. R-K3, threatening P-B4 when the Black Queen cannot check. Black has no defensive moves for this threat, since B-Q5 is met by a Rook check at B6, followed by a Queen check at KN7; Q-Q7 leaves the square QB2 (Black's) unguarded for a Queen's mate).

Therefore: (b) 1. QxP, Q-R4; 2. B-B5, R-K1; 3. BxP, Black is in "zugswang," and after 4. R-K3, White threatens P-KN4-5, a threat that Black is able to meet only by going down the exchange.

There are many more lines — hope I'm right — it is things like this that make chess interesting.

BOB BURGER, Lafayette

(Editor's Note: Well done, Bob! If your note passes the test of the readers, the book prize is yours.)

The winner of the Open Championship is automatically selected for the California State Championship finals for next year. Those wishing to participate in the open tournament may write to Norman Jaffray, 150 Miramar Avenue, Santa Barbara, Calif.

sicilian defence lines

(Following is Part 2 of an article started in Vol. 3, No. 3)

By KURT LOWENSTEIN
Santa Barbara

WE turn now to the Russian or Boleslavsky variation: 1. P-K4, P-QB4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. NxP, N-B3; 5. N-QB3, P-Q3; 6. B-K2, P-K4.

The interest in this variation is even greatter today than three months ago, because its main sponsor, Boleslavsky, has just won - with Bronstein - the Candidates Tournament at Budapest and may well be the next challenger for the world championship.

Isaac Boleslavsky, Ukranian champion at twenty, is now thirty-one years old. He became first known in the West when he participated in the match tournament for the Russian championship of 1941. His first international appearance was at Groningen in 1946, then at Saltjoebaden in 1948 and now at Budapest.

In this country, he is probably best known for playing against Reuben Fine in the Radio match of 1945, winning 1½ for ½ and again in 1946, in the USA-USSR match against Horowitz, drawing both games.

What kind of a player is this Boleslavsky?

In 1944, Botvinnik wrote: "The success scored by Ukranian champion Isaac Boleslavsky was a surprise to me. I had long known him to be a good tournament player and a deep and original analyst, but lack of stamina always told against him. In the present championship, (Thirteenth USSR), Boleslavsky, despite his twenty-four years, played with great intelligence, patience and persistence."

Three years later, writing his book on the Match tournament of 1941, Botvinnik had this to say: "Boleslavsky is highly talented. His play is original and is rather reminiscent of that of Nimzovich. He chooses openings which at first sight seem to be inadequate, yet he manages to find hidden subtleties in them."

LAJOS Steiner, after his return from Saltjoebaden, wrote in 1949: "One could not go far wrong in selecting Boleslavsky as the master who played the best all-round chess at Saltjoebaden." And he goes on to give a highly interesting sidelight on Bronstein's relation to B: "This young chess giant (Bronstein) hung on Boleslavsky's every deed with great admiration. They were walking together all the time, so, when Bronstein was seen anywhere, we instinctively looked for Boleslavsky also. The twenty-nine years old Boleslavsky looks like a sage. Indeed, he reminds me of an Eastern Noble, hands clasped together, a wise, frank look on his face."

The Sicilian line, which we call here the Boleslavsky line, is an improvement over older lines, in which Black attempts to play P-K4 on move 4 or 5, with rather doubtful success. Even when played on move 6, the problem of a backward or isolated Queen remains and it is well to remember (or to read) what Nimzovich had to say about the isolated Q pawn —the Isolani — its "static weakness" and its "dynamic strength."

Bronstein comments: Black is often forced to play this move (P-K4) later, why not play it voluntarily and at once, when it restricts White's pieces and in most cases, Black can force . . . P-Q4 later. However, most masters frown upon this move—"it cannot really be good"—and they are convinced that it will be refuted given time and careful analysis. Meanwhile, tournament praxis has been quite satisfactory for the Black pieces.

After 1. P-K4, P-QB4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. NxP, N-B3; 5. N-QB3, P-Q3; 6. B-K2, P-K4.

White has three continuations: 7. N-N3, 7. N-B3 and 7. NxN (N-N5 and N-B5 obviously lead to nothing here). Boleslavsky and most masters today seem in agreement, that 7. N-N3 with P-B4 after O-O is White's strongest line, but 7. N-B3 and 7. NxN also have their sponsors.

A **7. N-N3, B-K2.** (Black has no reason to prevent 8. B-KN5 as he has the reply . . .NxP!. e.g. 9. NxN, BxB; 10. NxPch, K-K2; 11. NxBch, RxN or 10. NxB, QxN; 11. QxP, Q-K2 etc. or 9. BxB, NxN; 10. Bx Q, NxQ; 11. RxN, KxB; 12. RxPch, K-K2 with a quick draw: Book-Bronstein, Saltjoebaden, 1948).

1—8. O-O, O-O; 9. P-B4, P-QR4; 10. P-QR4, N-QN5; 11. B-K3, B-K3; 12. N-Q2, PxP; 13. RxP, P-Q4; 14. P-K5, N-Q2; 15. N-B3, Q-N1 and Black has a good game (Gruenfeld-Boleslavsky, Warsaw 1947).

2—(First 10 moves sames as 1). 11. B-B3, B-K3; 12. P-B5, B-B5; 13. R-K1 (R-B2!)

QNxP!; 14. QxN, Q-N3ch and Bl. had won a pawn (Cortlever-Kottnauer, Prague 1949).

3—(First 10 moves sames as 1). 11. K-R, B-K3; 12. P-B5, B-Q2 (or possibly BxN and P-Q4); 13. B-KN5, R-B (here . . . NxP? would lose a N after 14. BxB, NxN; 15. PxN, and N at N5 is lost); 14. B-B3, B-B3; 15. Q-K2, P-KR3 (Q-B2!); 16. B-R4, Q-B2; 17. QR-Q, KR-Q; 18. P-N4 (R-Q2!), P-Q4! Advantage. (Lokvenc-Gligoric, Austria-Yugoslavia 1949).

4—(First 8 moves sames as 1). 9. P-B4, PxP (Black submits to the isolated Qpawn; cf. Botvinnik-Boleslavsky, Sverdlofsk 1943 in PCO col. 46-b); 10. BxP, Q-N3ch; 11. K-R, B-K3; 12. B-B3, QR-Q; 13. Q-K1, N-K4; 14. B-K2, N-N3; 15. B-N3, P-Q4! with good game for Bl (Janosevic-Gligoric, Yugoslav championship 1948).

5—(First 9 moves same as 4). 10. BxP, B-K3; 11. B-B3, N-K4; 12. N-Q5, NxN; 13. PxN, B-Q2; 14. BxN (K-R!), PxB; 15. P-B4, B-R5!; 16. K-R, B-Q3; 17. Q-K2, P-QN3; 18. N-Q2, P-B4; 19. P-QN3, B-Q2; 20. P-N3, P-K5 and Bl. won in 37 moves (Estrin-Boleslavsky, USSR championship 1946).

6—(First 9 moves same as 1.) 10. B-K3, P-R5; 11. N-Q2, PxP; 12. RxP, B-K3; 13. N-B4, BxN; 14. BxB, N-K4; 15. B-K2, P-R6; 16. P-QN3, Q-R4; 17. N-N5 (N-Q5!) N-N3; 18. R-B5, NxP; 19. NxQP, Q-N5; 20. NxN, QxN and Bl. gets the better game but blunders on move 24 and the game is drawn in 48 moves (Bisguier-Ivkov, USA-Yugosalvia 1950).

7—8. P-B3, O-O; 9. B-K3, P-Q4!; 10. NxP, NxN; 11. QxN, QxQ; 12. PxQ, N-QN5; 13. O-O-O, B-B4! and Black has an excellent game, but blunders repeatedly and loses finally. (Foltys-Platt, Trencianske Teplice 1949).

8—8. O-O, O-O; 9. B-K3, P-QR4; 10. P-QR4, B-K3; 11. P-B4, N-QN5; 12. B-B3, PxP; 13. BxP, QNxP; 14. QxN, Q-N3ch; 15. K-R, BxN and Black won easily. (Kaliwoda-Rabar, Vienna 1949).

9—8. O-O, O-O; 9. B-B3, B-K3; 10. N-Q5, BxN; 11. PxB, N-N1; 12. B-K3, KN-Q2; 13. B-K2, B-N4; 14. Q-Q2, BxB; 15. QxB, Q-B2; 16. P-QB4, P-QR4; 17. P-B4, P-R5; 18. N-Q2, N-R3; 19. P-KB5, Q-B4; 20. QxQ, KNxQ and Black won in 45 moves. (Aitken-Rossolimo, Southsea 1949).

B 7. N-B3, P-KR3 (necessary here, to prevent 8. B-KN5, e.g. 7. . . . B-K2; 8. B-KN5, O-O; 9. Q-Q2, B-K3; 10. R-Q, Q-R4; 11. O-O, P-QR3; 12. BxN, BxB; 13. N-Q5, BxN; 14. QxQ, NxQ; 15. RxB and White has the better game. (Steiner-Pirc, Saltjobaden 1948).

1—8. O-O, B-K2 cf. Levenfish-Boleslavsky, Kuibishev 1943 PCO and MCO 7th col. 46 (This is the only line considered by PCO and MCO.)

2—8. O-O, B-K3!; 9. P-QN3!, B-K2; 10. B-N2, O-O; 11. Q-Q2, P-QR3; 12. KR-K, R-K; 13. QR-Q, B-KB1; 14. B-KB1, B-N5; 15. B-K2, R-B = with chances for both sides. (Podgorny-Stoltz, Carlsbad 1948).

3—(First 11 moves same as 2). 12. P-KR3, Q-R4; 13. KR-Q, QR-B; 14. P-QR3, KR-Q; 15. QR-B, B-KB1; 16. Q-K3, P-QN4 and Black has equalized. (Yanofsky-Sajtar, Carlsbad 1948).

4—8. B-K3, B-K3; 9. O-O, B-K2; 10. Q-Q2, O-O (P-Q4=); 11. QR-Q, P-QR3 (N-KN5!) 12. N-K1, R-B; 13. P-B3, N-QR4; 14. P-QN3, Q-B2; 15. N-QR4, N-Q2 etc. Black had a difficult game but drew after 60 moves. (Paoli-Mueller, Schlechter Tournament 1949)

5—(First 9 moves same as 4). 10. N-K1, O-O; 11. N-Q3, P-Q4!; 12. PxP, NxP; 13. Nx N, BxN; 14. B-B5, BxB; 15. NxB, N-Q5! and Black had an excellent game. (Radulescu-Foltys, Budapest 1948).

6—8. B-QB4(?), B-K2; 9. Q-K2, O-O; 10. P-KR3, B-K3; 11. O-O, R-B; 12. B-N3, N-QR4; 13. R-Q, Q-B2 and White has a passive and uncomfortable position and finally lost the game. (Stoltz - Boleslavsky, Groningen 1946). Or 9. P-KR3 ,O-O; 10. O-O, B-K3; 11. B-N3, N-QR4; 12. R-K, NxB; 13. RPxN, Q-Q2; 14. B-K3, P-QR3; 15. Q-Q3, P-QN4; 16. N-K2, Q-B3; 17. N-N3, QR-B; 18. R-K2, KR-Q; 19. N-R4, P-Q4! and Black had the better game and won in 42 moves. (Steiner-Bronstein, Saltjobaden 1948).

7—(Finally some improvements for Black in line 1): 8. O-O, B-K2; 9. B-K3, O-O; 10. Q-Q2, B-K3; 11. QR-Q, N-QR4 (deviating from line 1); 12. N-Q5, BxN; 13. PxB, R-B; 14. BxP, P-QN3; 15. Q-N4, N-Q2; 16. B-N5, N-B4; 17. B-Q3, N-Q2; 18. B-B5, N-B5; 19.

P-QN3, Q-B2; 20. QxN, QxB and the game was drawn in 33 moves. (Bronstein-Boleslavsky, Moscow, 1947).

8—8. O-O, B-K2; 9. N-K1, O-O; 10. P-B4, PxP; 11. BxP, Q-N3ch; 12. K-R, QxP; 13. R-B3, Q-N5; 14. QR-N, Q-R4; 15. KR-N3, K-R2; 16. QR-N5, Q-Q1; 17. B-Q3, N-K4; 18. BxN, PxB; 19. N-Q5, P-QR3; 20. R-N1, P-QN4 and Black won in 61 moves. (Zwetkov - Boleslavsky, Tschigorin Tournament, Moscow 1947).

C 7. **NxN, PxN** (Unzicker, who played this line repeatedly, stated recently that this line is not satisfactory for White.)

1—8. Q-Q3, B-K2; 9. Q-N3, O-O; 10. O-O, K-R (N-Q2!); 11. P-B4, Q-N3ch; 12. K-R, PxP; 13. BxP (or QxP), QxP; 14. P-K5, PxP; 15. BxP, QxBP; 16. B-Q3, Q-Q7; 17. N-K4, Q-R3; 18. NxN, PxN! (after BxN; 19. RxB!, PxR; 20. B-B3) and the game is drawn in a few more moves. (Unzicker-Rabar, Xmas Tournament, Lucerne 1949).

Recent tournaments provide many more examples, but due to limited space only the most representative and characteristic lines have been shown above.

IT SHOULD be added, that most recently, attempts have been made to improve on this entire line, by Euwe, Rossolimo, O'Kelly and others by playing . . . P-QR3 before playing . . . P-Q3 and to develop the KB, before bringing the QP out. For examples see California Chess News, Vol. 2, No. 2 p. 12 and particularly three games in the New York International Tournament 1948-9: Pilnik-Euwe, Bisguier-Pilnik and Pilnik-Denker, the latter two, however, with the traditional development of the black KB at K2.

Kmoch, in his book on this tournament (just published), credits this line to the Finnish master Tchepurnoff and calls it the "Tcheppy System," while others call it the Belgian line (after O'Kelly) or, more facetiously, the "Anti-Rossolimo" defence, but whether or not it is an improvement on the Boleslavsky line, only the future will tell.

This entire complex of lines is too new to pass any judgment on and "surprises" can be expected at any forthcoming tournament. In the meantime, however, these lines have greatly contributed to the revival of interest in the Sicilian Defence in all recent tournaments.

a 'legendary' master

By SHEARON BONNER
San Francisco

In a recent issue of Chess Digest (Vol. 3, No. 6) there is an article by Milton Finkelstein concerning "the bold and daring Cochrane." Finkelstein gives a game in which Cochrane won from an amateur at odds in twenty-one moves, and states that this is the only game played by Cochrane that he has been able "to unearth."

It is not surprising that Finkelstein has not found other games of this master. Reinfeld once stated that the name of Cochrane is almost legendary. It is not often that we encounter one of his games in print.

I happen to have in my files several games played by this "legendary" master. One of them, played with Howard Staunton, may be of interest to Finkelstein and other readers of "Chess Digest."

Cochrane liked to depart from orthodox lines and play variations of his own. Some of those variations still bear his name. e.g.:

Cochrane's Attack in the Russian Game (Petroff's Defence): 1. P-K4, P-K4; 2. N-KB3, N-KB3; 3. NxP, P-Q3; 4. NxKBP.

Cochrane's Defence to the Salvio Gambit: 1. P-K4, P-K4; 2. P-KB4, PxP; 3. N-KB3, P-KN4; 4. B-B4, P-N5; 5. N-K5, Q-R5x; 6. K-B1, P-B6.

Cochrane's Defence to the Q's P Counter Gambit seen in the game which follows herein.

When Mouret, the French master, was conducting the famous Automaton Chess Player at London in 1820, he played three hundred games in the course of a few months, giving odds of KBP and the move to every comer. Mouret lost only six of these games and one of them was won by Cochrane.

In the following game Staunton, considered by some authorities as the strongest English player of that time, was forced to resign in twenty moves:

White: Cochrane **Black**: Staunton

1. P-K4 P-K4 2. N-KB3 P-Q4

The Q's P Counter Gambit. It is theoretically unsound and therefore not played very often. Staunton thought that it could be ventured "without much danger," but a number of other authorities disapprove of it.

Fine considers it inferior even to 2. . . . P-KB4 (the Greco Counter Gambit) but duMont thinks that one of these Gambits is just about as good as the other.

One of the earliest games in which the Q's P Counter Gambit is found is Jaenisch (the theorist)—Petroff (the Russian master). Another interesting example of this move is Morphy—Paulsen, both blindfold, New York, 1859. The game was drawn in fifty-one moves.

In later times 2. . . . P-Q4 has been tried occasionally in correspondence games, even by well-known players: e.g. Zambeli-Maroczy, 1897—8; Gutmayer-Becker, 1920—1; Kozelen-Eliskases, 1932, and Von Felitszch-Keres, 1934—5.

Maroczy and Eliskases won their games and Keres secured a draw in thirty-five moves. I do not know whether Becker was successful or not.

3. NxP

Cochrane did not make the best move here, but he had a very interesting continuation in mind. The orthodox move is 3. PxP! played by Morphy in his sixth Match Game with Mongredien in Paris, 1859. But in view of the weakness of 2. . . . P-Q4, either 3. NxP or 3. PxP! seems to be a satisfactory reply.

3. . . ., Q-K2

Gossip thought that Black could have secured equality here with 3. . . . B-Q3. Keres played 3. . . . PxP.

4. P-Q4 P-KB3 5. N-QB3!

This is the move Cochrane had in mind when he played 3. NxP. The maneuver is one of Cochrane's own inventions, a variation (as already stated above) that still bears his name. The orthodox move is either 5. N-KB3 or 5. N-KN4. If 5. N-KN4, BxN; 6. QxB, QxP; 7. QxQ, PxQ. White, with the two Bs, has a little the better game.

5. . . . PxN 6. NxP Q-B2

This is inferior to 6. . . . Q-Q3 which Staunton played in another game with Cochrane.

7. B-QB4!

Obvious, but strong!

7. . . . B-K3 8. O-O P-QB3

This move wins a piece, but Cochrane had no objection to that.

9. P-KB4! PxN 11. PxP BxP
10. BPxP Q-Q2 12. P-K6 Q-B3

Of course not 12. . . . QxP or 12. . . . BxP because of 13. R-K etc., or 13. BxB followed by 14. R-K if 13. . . . QxB.

13. Q-R5x P-N3 14. QxB N-K2

15. Q-K5!

Threatening both 16. B-N5 (winning Black's Q) and 16. QxR.

15. . . . QxB

What is there better?

16. QxR

Threatening 17. QxB (or RxB) Mate; also threatening 17. B-R6.

16. . . . N-KB4!

Black has no means of parrying all of the threats.

17. B-KR6 Q-QN5 19. BxQ KxB
18. QxBx! QxQ 20. P-KN4 Resigns

Most of Cochrane's games that I have seen are marked with brilliant moves. In fact his style reminds one of Morphy's, in that he frequently sacrificed Ps and even pieces in order to open lines for attack.

But he did not win all of his games. Mason once called one of Cochrane's moves "boldly brilliant, but unsound," and this truly enough characterizes much of Cochrane's play. But despite that fact, the beauty of his games eclipses all of the theoretical flaws in them.

---

junior honors won by cross

Only twenty players participated in Milwaukee for the Junior Championship.

Sponsored for the first time by a newspaper, The Milwaukee Journal, it did not seem to draw the usual number of entrants; but gave Jim Cross of Glendale the Junior title to which he has aspired for four years!

Congratulations, Jim, and let's hope you get the U.S. Championship title in the near future.

Final results:

1. James Cross, Glendale, Calif. 8
2. Ross E. Siemns, Toronto, Canada 8
3. John Penquite, Des Moines, Ia. 5½
4. Stanley Amrnick, Philadelphia, Pa. 5½
5. Lionel Joyner, Montreal, Canada 5½
6. David Arganian, Racine, Wis. 5½
7. Henry J. Blume, Jr., Milwaukee, Wis. 5
8. Milton Ottoson, Minneapolis, Minn. 5
9. Tadisha Kagetsu, Toronto, Canada 4½
10. Freddie Rathman, Milwaukee, Wis. 4½
11. Jackie Mayer, Louisville, Ken. 4½
12. James Hazelbauer, Green Bay, Wis. 4½
13. Gerald Rutz, Milwaukee, Wis. 4
14. Harry Goodman, Chicago, Ill. 4
15. George Christman, Green Bay, Wis. 3½
16. Zina Burreson, Sheboygan, Wis. 3
17. Duane Merrill, Dayton, Ohio 3
18. Karlano Kujoth, Milwaukee, Wis. 3
19. Richard Bauman, Green Bay, Wis. 3
20. *Richard Kujoth, Milwaukee, Wis. ..... ½

*Withdrew at conclusion of second round due to illness.

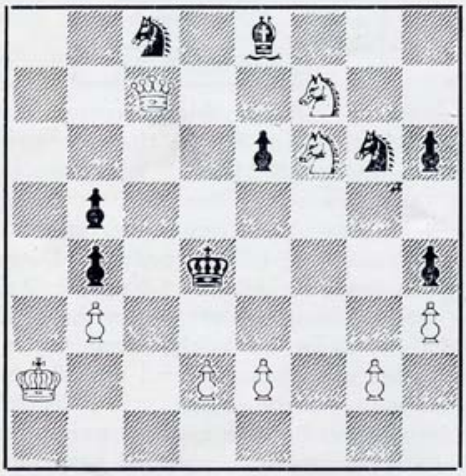
return to hastings - 2

By DR. H. J. RALSTON

During the course of the great Hastings tournament of 1895, a day was set aside for a special problem-solving contest. Mr. A. E. Studd, the well-known problemist, offered three handsome prizes for the winners. About forty players participated in the contest.

The competition was held in the large tournament room, and each solver was supplied with several pages. The first was a frontispiece in red and gold; page two contained three problems with their inscriptions; page three was for the solutions, and bore the instructions: "These must include all variations, but in case of possible duals one continuation given will be sufficient. The problems must be solved from the diagrams only." The fourth page was left blank, but could be used for the solutions if necessary.

The managers sat at a large table on the platform overlooking the room and attended to the solvers. It was also explained that the problems were guaranteed by their authors not to have been published, and that they

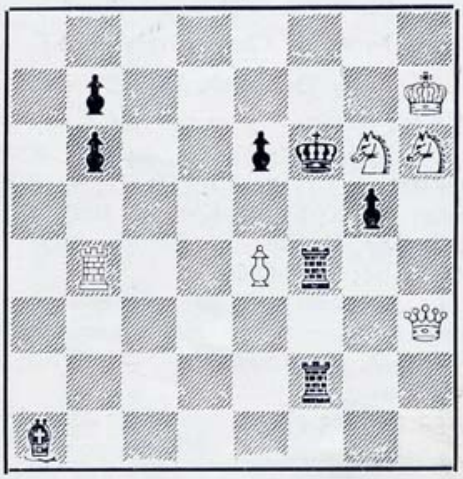


No. 1, by J. Berger
White mates in three.

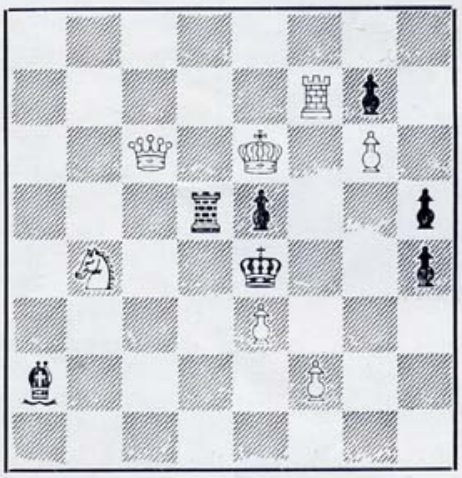
had been most carefully examined; but that should any problem be cooked, the cook would be accepted.

Mieses was the first to hand in solutions, but proved not to be quite correct, and others kept popping up to the platform only to return discomforted, or to try again. Marco was first to be correct, his time being one hour and thirty-five minutes. Schlechter was second, in one hour and forty minutes; and Mieses was third, one hour and fifty-five minutes.

Here are the three problems. Can you beat Marco? Solutions will be given next month.



No. 2, by S. Gold
White mates in three



No. 3, by D. P.
White mates in four

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on planning and judging in chess

(Following is the fourth part of an article by Dr. Max Euwe, world-renowned chess master. The article will be continued in subsequent issues of Chess Digest—Ed.)

By Dr. MAX EUWE

1.P-K4, P-QB3; 2. P-Q4, P-Q4; 3. PxP, PxP; 4. P-QB4, Kt-KB3; 5. Kt-QB3, Kt-B3; 6. B-Kt5, P-K3; 7. P-B5, B-K2; 8. B-Kt5, Castles; 9. Kt-B3, Kt-K5; 10. BxB, KtxB; 11. R-QB1, Kt-Kt3; 12. Castles, B-Q2; 13. B-Q3, P-B4; 14. P-QKt4.

The comment of "the theory" on this typical example, taken from a game Botvinnik-Kmoch, Leningrad, 1934, is: "White has the superior position."

The average player may well ask, why is White's position superior? The material is equal, each side has a Queen, two Rooks, two Knights, a Bishop and seven pawns. It cannot be said that White has progressed further than Black; on the contrary, Black's Knight, well established in White's half of the board, looks particularly threatening. The pieces on either side enjoy approximately equal mobility, one piece a little more, one piece a little less, but no considerable disparity can be noticed. Neither King has to fear a direct attack, and the reader will again ask, why is White's position better, why can his advantage be called a winning one?

No doubt many chess players could give the correct answer straight away, but to not a few of these the answer would be a stereotyped phrase devoid of real meaning.

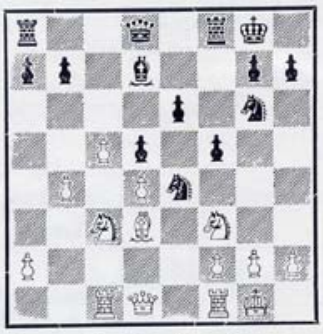
White stands better because he has a pawn majority on the Queen's side.

Let us first examine this dictum in detail. Both White and Black have seven pawns, but, and that is the crucial point, they are not evenly distributed over their respective fronts.

If we divide the board into three sections by drawing two vertical lines between the QB and Q files and between the KB and K files respectively, Section I represents the Q side, Section II the center, and Section III the K side.

In positions such as that in Diagram I which is under discussion, both sides have castled on the K side and we note that White has more pawns on the Q side than Black—three to two—while the position is reversed in the center where Black has two pawns to one. On the K side White and Black have an equal number of pawns.

This is, of course, a particularly clear-cut case. The white pawn at QB5 has nothing



more to do with the black pawns on the right, which would not be the case were it standing say at QB3. We can speak of a positive Q side majority for White, while all the remaining pawns can be summarized as K-side pawns. in other words, in Diagram I, White has a majority of 3-2 on the Q side, and Black a majority of 5-4 on the K side. The front pawn on White's majority wing has passed the Black KP, and thus the pawn chains on opposite wings are independent of each other. But the cardinal point is that White is able to force a passed pawn on his majority wing, while Black, with his majority of 5-4 on the K side will normally be unable to do so.

It is, of course, not exclusively a question of arithmetics. Easy and difficult positions must be taken into account, with or without doubled pawns, wherein it is not always a simple matter to obtain a passed pawn, and in which it may became necessary to sacrifice in order to achieve this end. For example, the White pawns may be at QR2, QKt3 and QB4 against black pawns at White's QKt4 and QB5, or White at QR2,

QKt2 and QKt3 againt Black at White's QR7 and QKt7.

This is not the case in the position under review. If there are no complications, White will always be able to force P-QKt5, with or without a preliminary P-QR4, so that he can at all times be sure of securing a passed pawn.

Let us, however, for the sake of argument, assume that White and Black have equal chances of securing a passed pawn, even then the pawn majority on the Q side must be looked upon as an advantage. And here are, in brief, some of the reasons why this is so:

1. The passed pawn on the Q side is a great distance from the enemy King, who is thus unable to arrest its progress—something of the kind happens with distant passed pawn in pawn endings.

2. A passed pawn on the K side is more difficult to force through, and this often necessitates the advance of pawns, whose proper function is to guard their King.

While possessing this knowledge, however, it is wise not to make a fetish of it, for there is the danger of treating the whole subject by rote. A pawn majority on the Q side, be it even of 1-0, is worth just so much as the player is able to make of it.

Let us now get a little closer to the substance of our task of judging and planning.

The first part is not difficult—White or Black has the advantage because of a pawn majority on the Queen's side. But we cannot be content with mere generalities. In deciding on our plan we must carefully ascertain whether the other side may not have compensating advantages, whether there are no factors in the enemy formation which counteract our positional advantage of a Q-side pawn majority.

We have now reached the next step in our disquisition, namely how to exploit the advantage of a pawn majority on the Q side.

To this end we shall again refer to Diagram I.

White: **Botvinnik** Black: **Kmoch**

14. . . . **B-K1**

15. P-Kt3

By preventing 9. . . ., Kt-B5 or R5; the text-move slows down a possible K-side attack by Black.

15. . . . . **R-B1**

16. R-K1 **Q-B3**

17. P-QR3

White takes it calmly.

17. . . . **Kt-K2**

Not best as it frees K5 for White's KKt. The better continuation is 17. . . ., KtxKt; 18. RxKt, P-B5; with counter-chances on the KB file.

18. Kt-K5 **Q-R3**

19. P-B3 **Kt-B7**

Interesting. If White captures the Knight there is a perpetual check by 20. KxN, Qx Pch; 21. K-K3, P-B5ch; 22. PxP, QxPch; 23. K-K2, Q-R7ch, etc.

20. Q-K2 **Kt-R6ch**

21. K-Kt2 **P-KKt4**

22. Kt-Kt5 **BxKt**

He cannot allow the Kt to reach Q6 where it would occupy a commanding position.

23. BxB **R-KB3**

24. B-Q7

The final preparation for the advance on the Q side.

24. . . . **R-Q1**

25. P-Kt5 **Q-R4**

As Black can in no way prevent the execution of White's plan he makes a last and desperate attempt to achieve some positive result on the K side.

26. P-B6 **R-R3**

With the threat 27. . . ., KtB5ch; followed by . . ., QxRPch; which White however parries simply by protecting his RP.

27. K-R1

Black resigns for he is powerless against the advance of White's passed pawn: 27. . . ., PxP; 28. PxP, Kt-B1; 29. P-B7, R-B1; 30. Kt-B6, with the double threat of 31. BxPch, or 31. BxKt, followed by Kt-K7ch.

It is quite clear that White owed his success to his pawn majority on the Q side, but, be it noted, he had to work for it. He has many opportunities of going wrong and on several occasions he had to find just the right move to withstand Black's K-side attack (15. P-KKt3, 20. Q-K2, and 27. K-R1).

He had to time with precision the moves preparatory to his Q-side advance (17. P-QR3, 18. Kt-K5, 22. Kt-QKt5, and 24. B-Q7), without which the advance of his Q-side pawns would have been premature. And that is the normal course of operations which can be summarized as follows:

1. Assess and analyze your opponent's counter-chances.

2. Thoroughly prepare your own action.

We could expatiate on this subject by reverting to the various types of complications which can influence the course of events. But these will become clear when we examine the illustrations given hereafter. One point, however, we wish to

emphasize, which refers to the culmination of White's efforts to turn his pawn majority into a winning advantage.

In the position shown in Diagram I zero hour will strike when White, after much maneuvering comprising defensive and offensive measures, thinks the time ripe to play the decisive P-B6.

Will this pawn, at that precise moment, have sufficient support from his own forces, to overcome any possible defensive measures, direct or indirect, which the opponent can then bring into operation?

However, a method in chess which solves all problems and eliminates all complications has (luckily) not yet been found and we must be content with indicating guiding principles, ideas, and suggestions, to help the player's own judgment and imagination.

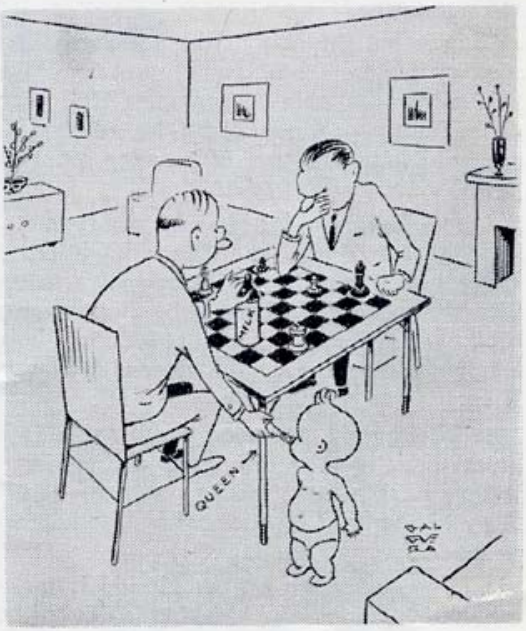
(To be Continued)

from the battlefronts

BUDAPEST—1950
GRUNFELD DEFENCE

White: Flohr Black: **Boleslavsky**

1. P-Q4	N-KB3	31. R-Q	R-Q2
2. P-QB4	P-KN3	32. R(4)-R	RxP
3. N-QB3	P-Q4	33. Q-R6	NxQBP
4. N-B3	B-N2	34. RxR	QxR
5. Q-N3	PxP	35. QxP	R-N8ch
6. QxBP	P-B3	36. K-R2	RxR
7. P-K4	O-O	37. QxR	N-Q6
8. Q-N3	P-QN4	38. N-Q4	P-QB4
9. P-K5	N-K	39. Q-R8ch	Q-Q
10. P-QR4	PxP	40. QxQch	BxQ
11. NxP	N-R3!	41. N-N5	P-B5
12. B-Q2	R-N	42. K-N	B-B2!
13. Q-B4	N(K)-B2	43. K-B	BxP
14. B-K2	B-K3	44. BxB	NxB
15. Q-B	B-Q4	45. K-K2	N-N5
16. B-K3	N-N5	46. N-Q6	P-B6
17. O-O	N-K3	47. N-K4	P-B7
18. N-B5	N-R7!	48. K-Q2	P-K4
19. Q-B2	NxN	49. KxP	P-B4
20. PxN	N-N5	50. N-N5	NxP
21. Q-B3	Q-B2	51. N-B3	N-N5
22. B-KB4	R-N2	52. K-Q2	K-B2
23. B-N3	R(B)-N	53. K-K2	K-B3
24. B-QB4	P-K3	54. N-N5	N-R3
25. N-Q2	B-B	55. K-K3	N-B2
26. KR-B	B-K2	56. N-B3	N-Q3
27. R-R4	P-KR4!	57. K-B2	P-B5
28. P-R4	Q-Q	58. N-N5	N-B4
29. N-B3	BxB	59. N-B3	P-K5
30. QxB	N-Q6!	60. Resigns.	



hollywood

Ray Martin scored a notable victory when he took first prize in the Hollywood Invitational Tournament. Winning his last round game he nosed out the national champion, Herman Steiner, for top honors by ½ point.

Martin scored 13½-2½ to win $250.

The results:

	W	L		W	L
R. Martin	13½	2½	M. Gordon	8	8
H. Steiner	13	3	Woronzoff	6½	9½
J. Rivise	11	5	Bersbach	5½	10½
A. Spiller	10	5	G. Croy	5	11
S. Almgren	10½	5½	S. Geller	5	11
R. Solana	10½	5½	G. Steven	5	11
J. Cross	10	6	Jacobs	2	13
H. Gordon	10	6	Leoke	1	15
I. Mazner	7½	6½			

ZUKERTORT OPENING

White: Steiner Black: Martin

1. N-KB3	P-Q4	17. P-K5	B-K2
2. P-KN3	N-KB3	18. K-R2	QR-Q
3. B-N2	P-KN3	19. N-B3	B-QN5
4. P-B4	P-B3	20. QxQ	RxQ
5. P-N3	B-N2	21. R-K2	B-KB4
6. B-N2	O-O	22. R-QB	KR-Q
7. O-O	B-B4	23. P-B5	B-R6
8. P-Q3	QN-Q2	24. R-B3	B-Q6
9. P-KR3	P-KR4	25. P-K6	BxR
10. QN-Q2	R-K	26. PxR	RxP
11. R-K	P-K4	27. N-N5	R-Q7
12. P-K4	PxKP	28. N-K4	RxP
13. PxP	B-K3	29. P-KN4	B-N7
14. NxP	NxN	30. N-B6ch	K-R
15. BxN	Q-Q2	Resigns	
16. BxN	BxB		

The Master said, Are there not games played on boards? To play them would surely be better than doing nothing at all.

—Confucius (B.C. 551-479)
Analects, Book XVII

bisguier wins at detroit

Youth had its way in the open tournament of the United States Chess Federation in Detroit.

Arthur B. Bisguier, 20, of New York City, twice winner of the Manhattan Chess Club championship and holder of the national junior title, emerged as the 1950 open champion after winning his 11th round game from 17-year-old Larry Evans of New York, the leader up to that point. Bisguier scored 9½-2½. He drew in his final round in a nine move game!

Herman Hesse, of Bethlehem, Pa., former chess champion of Pennsylvania, was runner-up with a score of 9-3 after defeating A. J. Fink of San Francisco, in a hard fought scrap in the final round. Fink was one of four players to receive special prizes.

Bisguier had competed in three previous open tournaments. He lost only one game in the Detroit tournament, Lester Spitzley of Detroit having turned the trick in the second round.

Bisguier drew with Herman Steiner who finished in a tie for third with Evans, Jerry Donovan, Walter Shipman, Anthony E. Santasiere, and George Kramer, all of New York, Robert Steinmeyer of St. Louis and Leon Stolzenberg of Detroit, with scores of 8½-3½. Steiner's only loss was to Shipman.

Maurice Fox, Canadian champion, completed his 12 games without a loss. His score of 8-4 included four wins and eight draws. Hesse had not a single draw. His nine wins included a victory over J. Paul Quillen of Santa Monica.

Evans and the new U.S. Open champion, Arthur B. Bisguier, both scheduled to sail with the team that will represent the U.S. in Yugoslavia, were injured in an automobile accident near Batavia, N.Y., on the return trip from their Detroit success. Bisguier is still hospitalized. Evans escaped with minor scratches

Here are two games from the Detroit tournament:

White: A. J. FINK — San Francisco
Black: E. HEARST — New York

SICILIAN DEFENCE

1. P-K4	P-QB4	19. KR-K	N-Q2
2. KN-B3	QN-B3	20. QR-Q	N-B4
3. N-B3	P-QR3	21. R-K3	R-N
4. P-Q4	PxP	22. B-R3	P-KR4
5. NxP	P-K4	23. P-QN4	N-Q2
6. N-N3	B-N5	24. N-K6	Q-N2
7. Q-Q3	P-Q3	25. P-B5	NPxP
8. B-Q2	B-K3	26. PxP	NxP
9. N-Q5	BxN	27. NxN	PxN
10. PxB	BxBch	28. P-Q6	N-B3
11. QxB	QN-K2	29. B-B	K-R2
12. P-N3	P-B4	30. B-B4	R-B3
13. B-N2	N-KB3	31. R-N3	Q-R2
14. P-QB4	P-QN3	32. Q-Q5	N-Q5
15. O-O	O-O	33. P-Q7	NxR
16. P-B4	P-K5	34. P-Q8	RxQ
17. N-Q4	Q-B	35. QxR	N-Q5
18. P-N3	R-B2		

Drawn by perpetual Check.

White: Rev. OHMAN — Omaha
Black: A. J. FINK — San Francisco

STONEWALL DEFENCE

1. P-QB4	P-KB4	21. P-QR4	Q-N4
2. N-KB3	P-K3	22. P-R3	N-B3
3. N-B3	P-Q4	23. BxN	QxB
4. P-Q4	P-B3	24. N-Q4	P-KN4
5. P-K3	B-Q3	25. O-O3	P-B5
6. B-Q2	N-K2	26. R-B	Q-R3
7. R-B	N-N3	27. KPxP	PxP
8. P-B5	B-B2	28. K-R2	R-K4
9. P-KN3	O-O	29. N-B3	R-R4
10. B-N2	Q-B3	30. N-N	R-N2
11. N-K2	N-Q2	31. Q-KB3	B-N5
12. B-B3	R-B2	32. Q-R3	B-B4
13. P-QN4	Q-K2	33. R-B3	B-K4
14. Q-R4	P-K4	34. R-N3	B-B7
15. NxP	QNxN	35. R-KB3	B-K5
16. PxN	NxP	36. R-N3	PxPch
17. O-O	B-Q2	37. PxP	Q-Q7
18. KR-Q	N-N5	38. N-B3	RxNP
19. B-Q4	P-QR3	39. Resigns	
20. Q-N3	R-K		

(If NxQ Black mates in three moves)

PROBLEMS

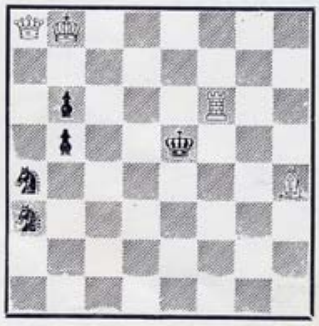
Send solutions by the 25th of the following month to A. J. Fink, 111 Vienna Street, San Francisco, Cal.

Solutions to No. 31—N-K5; No. 32—Q-N6; No. 33—N-B1.

The problems in this issue are all by A.J.F., reprints from the San Francisco Chronicle, 1928; Newark Evening News, 1932; and the Boston Transcript, respectively.

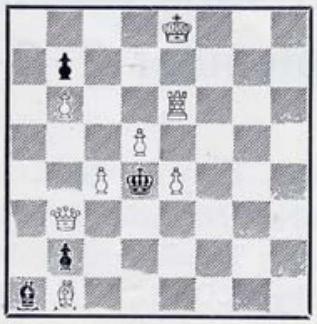
They are not difficult. The first pair show Echo mates and No. 36 might prove puzzling in one variation.

No. 34



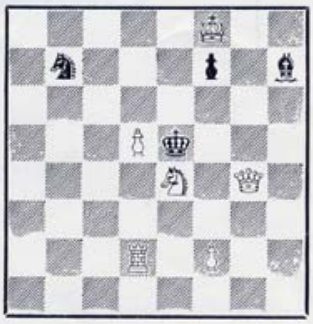
MATE IN THREE

No. 35



MATE IN THREE

No. 36



MATE IN THREE

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news flashes . . .

Kenneth Lamkin won the annual **Fresno Chess Club** tournament. Here are the first six to finish: 1. Kenneth Lamkin, won 14, lost 1, drew 2; William Harris, won 13, lost 3, drew 1; 3. Pete Lang, won 12, lost 3, drew 1; 4. Ernest Cook, won 12, lost 5, drew 0; 5. Dr. H. Kallman, won 9, lost 3, drew 3; 6. William McNelis, won 5, lost 2, drew 2.

A special prize was awarded Tom Fries, who made a poor start, but stayed in the tournament to defeat some of the stronger players. A rating system will hold the interest of the club for the summer while another tournament is being planned.—Leo Legler, Secretary.

In Los Angeles, Mrs. Nancy Roos took some of her chess class pupils and members of the **Water & Power Chess Club** members to Sawtell Recreation Hall to play a friendly match with the Veterans there. The result was:

Bd.	VETERANS		NANCY ROOS TEAM	
1.	O'Bryan	0	Nancy Roos	1
2.	Anderson	0	C. E. Kodil (W & P)	1
3.	Cross	1	Miss Hermine Dubski	0
4.	Ryan	1	C. G. Taber (W & P)	0
5.	Malish	1	Mrs. Anita Batsch	0
6.	Moden	½	Mrs. Mary Shephard	½
7.	Cunningham	1	Mrs. H. Sunday (W&P)	0
8.	Gohagan	1	Uman (W&P)	0
		5½		2½

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